

>On page 161 of Book 5 Tempest, page 283 of Book 6 Retribution and page 113 of the Legion Astartes Age of Darkness legions in the Age of Darkness Core Missions you have a "Victory Conditions" section that says "In all cases, in addition to the listed victory conditions for any particular Battle in the Age of darkness mission, completely destroying the enemy force is always a victory. If AT ANY POINT, unless specified by a particular mission, a side has no models present on the table, their opponent has won. So does this mean if someone were to take an Orbital Assault army all in Pods or a Last of the Serrated Sun army all in pods or an Drop Assault Vanguard army or any army that starts in Reserve but deploys units at the start of turn 1 that they lose the game the split second it starts because they have no models on the board? (page 113 of the Legion Astartes Age of Darkness Army List)

A. Change "AT ANY POINT" to "AT THE END OF ANY GAME TURN".

>Does Konrad Kurzes' Nightmare Mantle give him the "Hit and Run" USR all the time or only when he charges? (page 43 of Age of Darkness Legions)

A. Yes he has it all the time.

>On Page 160 of Book 5 Tempest it says Lorgar has Access to Malefic Daemonology but both his entry in Tempest and Legion Astartes Age of Darkness Legions do not list it. Which takes precedence and if he can take Malefic Daemonology, can he hand select these powers due to the Transfigured Upgrade? (page 160 of Book 5 Tempest and page 105 of the Legion Astartes Age of Darkness Legions)

A. Transfigured Lorgar has access to Malefic Daemonology and may hand pick his powers from it.

>When using Malefic Demonology in games of Horus Heresy do summoned deamons count as scoring units? As per the Conjuraton rules on page 26 of the 40k Hardback Rulebook "Unless otherwise noted, conjured units are scoring units". But on page 159 of Book 5 Tempest it states "Unless specified in a particular mission, in Battle in the Age of Darkness games, only units taken as Troops and those specifically noted in their entries are counted as scoring units." So does this mean all summoned / conjured units are scoring? Or that only conjured units that are listed as Troops in their source book (example: Bloodletters) are scoring? Or are no summoned units scoring because they are not "TAKEN" in the original list? (Page 159 of Book 5 Tempest & Page 26 of the Hardback Rulebook)

A. Only summoned units that are normally taken as a troops choice and who are in the troops section of their army list count as scoring.

>When do Augury Scanners allow you to make an Interceptor Attack? Currently the rules for it states that it will happen during the "shooting phase" but it does not state which players shooting phase, or when in the shooting phase the attack happens. It also simultaneously tells you to use the "Interceptor" USR but the "Interceptor" rule says that you make the attack "at the end of the enemy movement phase". (page 131 of the Legion Astartes Age of Darkness Army List & page 167 of the Hardback 40k Rulebook)

A. Ignore the section of this wargear entry that mentions the shooting phase. Just use the "Interceptor USR"

>In an Imperial Fists army can Tartaros Terminator armor equipped models take Vigil Pattern Storm Shields and if so what is the points cost? (page 29 of the Legion Astartes Age of Darkness Army List)

A. Yes they may at the cost of 15 points per model with a Storm Shield.

>Can an Anvillus Dreadclaw and/or Kharybdis make a Fire Sweep in any phase that it moves? Can it Fire Sweep in the Movement Phase and/or the Shooting Phase when moving Flat Out. If it can Fire Sweep in any phase can it Fire Sweep more than once per turn? (page 55 & 75 of the Legion Astartes Age of Darkness Army List)

A. It can make a Fire Sweep attack any time it moves in either the movement or shooting phase but may only Fire Sweep once per turn.

>Can an Anvillus Dreadclaw and/or Kharybdis use Fire Sweep to attack a Zooming Flyer and/or a Swooping Monstrous Creature? (page 55 & 75 of the Legion Astartes Age of Darkness Army List & page 69 & 84 of the Hardback 40k Rulebook)

A. No

>In the new Legion Astartes Age of Darkness Army List book on page 8 there is a "Lords of War in Battles in the Age of Darkness Games Updated Rules" section. Does this update the entire Horus Heresy Age of Darkness rule-set or is this specifically for Legion Astartes lists? If it is an update to the entire system can the "Using additional Super-heavy & Orbital Strike Wing Flyer Units" rules be used by Mechanicum, Militia and Solar Aux? (pages 8-10 of the Legion Astartes Age of Darkness Army List)

A. Yes it updates the entire system but if a specific army list has its own unit profiles or wargear options for the "additional LoW choices" use the army list entry.

>When using a Sub-Orbital Strike Wing can you select from Flyers that are in your core army list to make up the Wing or can you exclusively only take the ones in the list on page 10 of the Legion Astartes Age of Darkness Army List? Example: If I take a White Scar army and choose a Sub-Orbital Wing as a Rite of War can the Wing be made up of Xiphons? (pages 8-10 of the Legion Astartes Age of Darkness Army List)

A. You may only take Avenger Strike Fighters, Primaris-Lightning Strike Fighters or Thunderbolt Heavy Fighters for the Sub-Orbital Strike Wing

>Are the automatic hits from a Volkite weapon considered to have come from a hit roll? (page 129 of the Legion Astartes Age of Darkness Army List)

A. No

>In a Legion Seeker Squad can a "Legion Strike Leader" take a Combi-Weapon? (page 48 of the Legion Astartes Age of Darkness Army List)

A. Yes

>When using a Legion Dreadnought Drop Pod how do you determine the facing of a dreadnought still embarked inside the drop pod? (page 47 of the Legion Astartes Age of Darkness Army List & pages 80-82 & 88 of the 40k Hardback Rulebook)

A. See Below

>When a Legion Dreadnought Drop Pod with an embarked Dreadnought suffers an "Explodes!" result and suffers a Strength 4 Ap- hit, which facing does the Dreadnought suffer the hit on? (page 47 of the Legion Astartes Age of Darkness Army List & pages 80-82 of the 40k Hardback Rulebook)

A. See Below

>When a Dreadnought that is still embarked in a Legion Dreadnought Drop Pod fires out, does it use the rules for Passengers Shooting from Open-Topped Transports on page 88 of the 40k Hardback Rulebook? If so does firing from the hull of the Dreadnought Drop Pod count as crossing itself and give the target of the attack the Shrouded USR via the Burning Retros rules in the Dreadnought Drop Pod entry? (page 47 of the Legion Astartes Age of Darkness Army List & pages 80-82 & 88 of the 40k Hardback Rulebook)

A. Change the Burning Retros rule to the following.....

Once the pod lands its doors open automatically and the dreadnought inside MUST disembark. After disembarking if any part of the Dreadnoughts base is touching part of the base of the Dreadnought Drop Pods while the Burning Retros Rule is in effect then the Dreadnought gains the Shrouded USR and cannot be the target of an assault.

The Dreadnought Drop Pod gains the Shrouded USR for as long as the Burning Retros rule is in effect.

For as long as the Burning Retros rules is in effect the Shrouded USR is given to the target of any shooting attack that draws line of sight over any part of the Dreadnought Drop Pod.

Burning Retros lasts from the exact moment the Drop Pod lands until the beginning of the controlling players next turn.

>Do the unique special character Dreadnoughts like Cassian Dracos, Rylanor and Telemechrus count as Dreadnoughts or Contemptor (as per how they are modeled) for purposes of putting them in a transport/Dreadclaw? In their unit entry they are identified as "unique walkers" and all Dreadclaws and Drop Pods say they can only transport "Dreadnoughts" or "Contemptor Dreadnoughts". If so may they select an appropriate Drop Pod as a Dedicated Transport when using the Orbital Assault Rite of War? (page 47 & 55 & 98 of the Legion Astartes Age of Darkness Army List & page 12 & 110 of the Legion Astartes Age of Darkness Legions)

A. Yes and Yes

>Does a Mhara Gal Dreadnought count as a Contemptor Dreadnought (as per how they are modeled) for purposes of putting them in a transport/Dreadclaw? In their unit entry they are identified as "Mhara Gal Dreadnought" and all Dreadclaws and Drop Pods say they can only transport "Contemptor Dreadnoughts". If so may they select a Legion Dreadnought Drop Pod as a Dedicated Transport when using the Orbital Assault Rite of War? (page 47 & 55 & 98 of the Legion Astartes Age of Darkness Army List & page 96 of the Legion Astartes Age of Darkness Legions)

A. Yes and Yes

>In Cassian Dracos Reborns entry he has the Cyberthurgy power called "The Rite of Rededication" that asks you to compare the wounds of the target to the wounds of Cassian Dracos. Cassian is a vehicle so he doesn't have wounds, is this meant to be Hull Points? (page 252 of Book 6 Retribution)

A. Change "Wounds" to "Hull Points" when referring to Cassian Dracos

>It appears that the Super Heavy Tank type no longer exists so do Super Heavy-Vehicles clearly modeled as tanks count as tanks for Rites of War Effects and Limitations? Examples: does a Fellblade count as a Tank unit for a Dark Angels Iron Wing Protocol list or would it gain outflank in a Iron Hands Head of the Gorgon list? (page 86 of the Legion Astartes Age of Darkness Army List & page 94 of the 40k Hardback Rulebook)

A. Super Heavy models clearly modeled as Tanks count as Tanks

>If I have a squad of 20 Legion Breachers and I have purchased melta bombs for each individual, may I make only one melta bomb attack in the assault phase? (page 180 of the 40k Hardback Rulebook)

A. All models may use their Melta Bombs

>If I am playing an Alpha Legion army and I select Infiltrate as my Mutable Tactic does this fulfill the Limitation in the Coils of the Hydra Rite of War that all Infantry Squads must purchase a Dedicated Transport or have the Infiltrate and/or Deep Strike abilities? (pages 124 & 125 of the Legion Astartes Age of Darkness Legions)

A. Yes but must always select Infiltrate as you Mutable tactic and must inform your opponent what you are doing before the game begins.

>Are Quad Mortars supposed to have the Pinning USR in their profile? They have the Shell Shock rule which effects pinning checks but don't seem to cause pinning. (pages 35 & 125 of the Legion Astartes Age of Darkness Army List)

A. Yes the Quad Mortar has the pinning USR

>Are Mor Deythan and Headhunter supposed to have Implacable Advance? (pages 116 & 126 of the Legion Astartes Age of Darkness Army List)

A. Yes they have Implacable Advance

>When using Endryd Haar in a Blackshields army does he benefit from the Wrought By War rule you select? Example: If you choose Chymeriae Option 1 do his basic stats change to reflect this? (pages 220 & 221 & 249 of Book 6 Retribution)

A. No, a Special Characters profile and wargear may never be altered unless they have options in their own entry that does so.

>If I take a Consul and then take Terminator Armor for him does he keep his Consul specific equipment and weapons or replace them with the combi-bolter and power weapon or vice versa? Example: I take a Chaplin in Terminator armor does he now have a Crozius Arcanum (power weapon), a second power weapon and a combi-bolter? (pages 18-24 of the Legion Astartes Age of Darkness Army List)

A. They keep their Consul specific wargear and gain the terminator weapons on top of it so they have both.

>Should the Bombardment on a Mechanicum Magos with the Ordinator upgrade be Barrage? (page 27 of the Mechanicum Tagmata Army List)

A. Yes

>In the Legion Jetbike Sky Slayer Support Squadron are the points costs for the weapon upgrades wrong? On a Jetbike Skyhunter with a Heavy Bolter its 10 points to upgrade to a Multi-Melta or Culverin and 15 for a Plasma Cannon. In a Jetbike Sky Slayer squad the 10 points for the Multi-Melta is included in the base points of the model but to upgrade to the Culverin it costs 10 additional points and 15 additional points for the Plasma cannon. Are the upgrade costs supposed to be 0 and 5? (pages 51 & 60 of the Legion Astartes Age of Darkness Army List)

A. Yes they are wrong, Change Culverins to free and Plasma Cannons to 5 points each.

>Does the Promethean Gift still function if a non-Legion Astartes Salamanders unit is attached to it. Example: if I had Vulkan attached to a unit of Salamander Tactical Marines and that unit becomes a target of a flamer does the STR of the flamer drop to 3? (Page 106 of the Legion Astartes Age of Darkness Legions)

A. Yes

>Does the Primarch Vulkan's "The Draken Scale" still modify the STR of incoming attacks when he is attached to a unit? Example: If Vulkan is attached to a 10 man Salamander Tactical Squad then he and the unit become one in the same when rolling to wound as per the rules for units with multiple toughness values. This unit is then fired at by a tactical support squad with 10 plasma guns. Do the plasma guns become STR 3 and then roll to wound against the majority toughness of the unit which is currently 4? (page 113 of the Legion Astartes Age of Darkness Legions and page 51 of the 40k Hardback Rulebook)

A. No, the Draken Scale only functions if Vulkan is on his own

>Does the Primarch Lorgar's Dark Fortune ability still function if he is attached to a unit? Example: If Lorgar is attached to a 10 man Word Bearer Tactical Squad then he and the unit become one in the same when rolling to wound as per the rules for units with multiple toughness values. This unit is then fired at by a tactical support squad with 10 plasma guns that Lorgar has chosen as the target with Dark Fortune. The majority toughness for Lorgar's unit becomes 4 so the plasma guns need 2s to wound but due to Dark Fortune would they be required to reroll to wound rolls of 5s and 6s? (page 105 of the Legion Astartes Age of Darkness Legions and page 51 of the 40k Hardback Rulebook)

A. Yes. Change Dark Fortune to read...

In addition, once per game, Lorgar's player may elect to force a single enemy model or unit to re-roll all rolls of a 5 or 6 to both and wound Lorgar and any unit he is attached to in a given player turn.

>When using the Armored Breakthrough rite of war under "Armour of the Line" it states "Predator Strike Armour Squadrons (armed with PREDATOR CANNON TURRET AND SPONSONS ONLY) must be taken as compulsory Troops, and may be taken as additional troops. Does this mean they not have any other upgrades or that only the turret may not be upgraded? For example if I put a dozer blade or a pintle weapon on a predator does it no longer become a Troops choice? (Page 186 of Book 6 Retribution)

A. A predator taken in this way may take any upgrades but MAY NOT upgrade its turret. Its turret must remain a Predator Cannon.



>When using a Dreadnought Talon in a Blood Angels army does a Talon of 3 Dreadnoughts count as 1 or 3 vehicle units for purposes of the Legion Astartes Blood Angel rule "Host of Angels" during army construction? (Page 258 of Book 6 Retribution)

A. It counts as a single unit during army construction regardless of the number of dreads in the talon.

>When using a Sub-Orbital Strike Wing in a Blood Angels army does a Sub-Orbital Strike Wing of 3 Thunderbolt Fighters count as 1 or 3 vehicle units for purposes of the Legion Astartes Blood Angel rule "Host of Angels" during army construction? (Page 258 of Book 6 Retribution)

A. It counts as a single unit during army construction regardless of the number of flyers in the Sub-Orbital Wing.

> When a Rite of War or rule prevents you from taking "Immobile Units" does that mean only units that have the Immobile "Unit Type" (like Tarantulas) or does it also mean you can't take Drop Pods because they have a special rule called "Immobile"? When answering keep in mind certain Rites of War like "Last of the Serrated Sun" simultaneously unlock the use of Drop Pods and ban "Immobile" Units.

A. It is referring to Unit Type "Immobile". Drop Pods are NOT immobile units.

> If Alvarex Maun of the Raven Guard buys a dedicated Drop Pod can he attach to a unit and begin the game in the Drop Pod with the unit he joined? The rulebook states a Unit and any attached Independent characters may begin the game in that Unit's dedicated transport but doesn't state anything regarding the reverse situation if the Transport is Dedicated to the character.

A. Yes, He and a unit he is attached to may begin the game in his dedicated transport.

> If you're using the Drop Assault Vanguard Rite of War can you attach Independent Characters with the Jump Infantry unit type to a unit in the "Assault Vanguard" and if you do, can they arrive on turn one from Deep Strike attached to an Assault Squad that is part of the Vanguard?

A. Yes, they become part of the Vanguard

> If you take a Militia / Warp Cult army with an Auxilia Heavy Ordnance Battery consisting of Medusas then upgrade the Medusas with Breacher Shells do these fully replace the standard rounds or become an additional ammo type like when you upgrade a quad mortar?

A. It becomes an additional ammo type.

> If I take an Apothecarion Detachment of 3 Apothecaries in a Blood Angels army how does this interact with the Blood Angels "Host of Angels" legion rule? Would it count as 1, 3, or 0 Legiones Astartes Blood Angel Units?

A. 0, Apothecaries are not a separate unit.

> If a Legion has special Wargear (such as cyber familiars in Iron Hands) that may be taken by "any Independent Character with the Legiones Astartes rule", can a Special named character take or upgrade to this additional wargear? Examples: Can Iron-Father Autek Mor take a Cyber Familiar? Can Ezekyle Abbadon take banestrike ammunition?

A. No, a Special Characters profile and wargear may never be altered unless they have options in their own entry that does so.

> Does Marshal Durak Rask count as a Siege Breaker for unlocking Phosphex or fulfilling Rites of War requirements?

A. Yes he does.

> Do Special Named Characters that are obviously a certain consul type like Xiaphus Jurr of the Salamanders or Crysos Morturg of the Death Guard count as consuls of a certain type for Unlocking Rites of War? Also do they count as Consuls towards the restrictions certain Rites of War have towards the number of Consuls allowed in that Rite of War? Example: in a Salamander Covenant of Fire Rite of War does Xiaphus Jurr count as a Consul type "Chaplain" and does he take up the allowance of having only a single Consul in a Covenant of Fire army? If these characters count as Consul types can Forge World post a list of the characters and what consul type or types they are?

A. Yes they do and Yes we will.

> How do Dreadnought Talons interact with rules that grant bonuses or abilities to "units" before or during deployment? Example: If I take the Emperors Children "The Maru Skara" Rite of War (which gives outflank to up to 3 Units that are Elites choices) does a single Talon of 3 Contemptors count as 1 unit or 3 units? Can I select the entire Talon and all Dreadnoughts in the Talon gain Outflank? Can I select specific Dreadnoughts that are part of a Talon and only they gain Outflank? Or can only Talons consisting of a single Dreadnought be selected?

A. Dreadnought Talons and Sub-Orbital Wings both count as "Units" during list creation so the entire Talon or Wing benefits from rules that happen before deployment.

> Is the Secutarii Axiarch supposed to have the "Independent Character" special rule?

A. Yes

> If a Custodes Unit without shields has a Character with a Praesidium Shield attached does the entire unit benefit to the -1 to hit penalty inflicted on your opponent?

A. Yes (unfortunately)

> Can a special rule that modifies your dice rolls make it impossible to to achieve certain dice results? Examples: If a Night Lord Sergeant with Talent for Murder and power fist hits another model that he

needs a 2 or better to wound can he actually roll a 1 and fail or can he never score lower than a "2" after modifying dice? Is Magnus with "Invisibility" cast on him impossible to hit because you need to roll 6s but due to Magnus' "Phantasmal Aura" rule you can only roll 5s? Does it become impossible for a WS5 or less model to hit Lemman Russ after the first round of combat?

A. When rolling to Hit a NATURAL roll of a 1 always misses and a NATURAL roll of a 6 always hits. When rolling to wound a NATURAL roll of a 1 always fails to wound.

> On a Custodes Achillus Dreadnought with a Dread Spear, if I roll a single 6 on my attacks' to hit rolls do all attacks become strength D or is only the attack that scored a 6 to hit a "D" hit?

A. only the individual attacks that rolled a 6 become D attacks.

> How does Anacharis Scorias' Vodian Scepter actually work? Example: If he hits a unit of 5 Cataphractii terminators 2 times does the Terminator player roll two 4+ invulnerable saves and each terminator that fails takes D3 wounds? Or does the Scoria player roll 2D3 for the 2 hits to get a wound total (say a total of 5 is rolled) then the terminators' player has to make saves for each wound, doing one wound for each one failed?

A. One armor save is taken for each hit that scored a wound. If that save is failed then a single model wounded takes the multiple wounds.

> How does the Blood Angels Blade of Perdition work? If he wounds a unit of 5 Cataphractii terminators 4 times does the Terminator player roll four 4+ invulnerable saves and each terminator that fails takes 2 wounds? Or does the Blood Angels player actually score 8 wounds and the terminator player has to make 8 saves with each one failed doing 1 wound?

A. One armor save is taken for each hit that scored a wound. If that save is failed then a single model wounded takes the multiple wounds.

> Do Sekhmet Terminators roll for their psychic powers randomly or do they "choose" the 2 powers they want?

A. They choose their powers

> What is a Custodes Misericordia? What are its stats?

A. It's a close combat weapon

> Should a Custodes Agamatus Jetbike be Initiative 5 instead of 4?

A. Yes they are I 5

> Are Custodes Agamatus Jetbikes armed with "Power Lances" really armed with "Power Spears"?

A. Yes, use the "Power Spear" profile

> The Custodes Agamatus Jetbikes says it's armed with an "Iliastus Bolt Cannon" which doesn't have a profile. Is this supposed to be a Lastrum Bolt Cannon?

A. Yes, it's a Lastrum Bolt Cannon

> The Custodes Agamatus Jetbikes have a rule called "Sweeping Fire" that allows them to fire 2 weapons when shooting but they are only armed with a single shooting weapon. Is this a typo?

A. They have the rule so they can use it if they manage to ever acquire another weapon or throw a grenade.

> Space Wolves require you to take 1 HQ choice per 1000 points but the Age of Darkness force organization chart only gives you 3 HQ slots. What do you do if you play a 4000 point game?

A. Ignore the FoC in this instance and gain 1 additional HQ slot for each 1000 points of your army. 5000 points = 5 slots etc.....

> In an army using the Rite of War "The Pale Hunters," the third bullet point on page 225, "The Fury of the Pack" states: If a Spaces Wolves unit in a Detachment using this Rite of War successfully charges into assault against an enemy unit which is already locked in combat, the assaulting unit gains +1 additional charging attack per model.

If I charge ENEMY unit A with FRIENDLY unit A, and then charge ENEMY unit A with FRIENDLY unit B; does FRIENDLY unit B gain the benefits of +1 attack for charging? Note – this is all taking place during the same charge sub-phase.

A. As soon as enemy models are in base to base with your models they are instantly engaged. Any models that have rules that trigger when targeting engaged models immediately start working.

> In an army using the Rite of War "The Pale Hunters," in the third bullet point on page 225..... does a Kharybdis or Dreadclaw count as a drop pod for the limitations of this RoW?

A. Yes they are Drop Pods so may NOT be taken

> In the Grey Slayers unit entry upgrades on page 230, the second bullet point states "any model make take one of the following...". The Huscarl states he can replace his close combat weapon with several options under the 6th bullet point. Can he take an upgrade from both? example: armed with a bolt pistol, power axe (paid for upgrade as a Huscarl), and combat shield (paid for upgrade as a member of a Grey Slayer Pack).

A. He can take both. He is both "any model" and a "Huscarl"

> In a Space Wolf Army do Geigor (232) or Hvarl (page 233) count as a Wolf Lord or Claw Leader for the first requirement of building a Space Wolves force listed on page 223?

A. Yes see EoH and Thrallcast character lists.

> In Inferno on page 223 it states that Grey Slayer units must be taken as the compulsory troops choices for Space Wolves. If I take a Rite of War that forces me to take an alternative compulsory troops choice, e.g. Drop Assault Vanguard on page 103 of the Legiones Astartes Age of Darkness book, the first limitation states that Legion Assault Squads must be taken as compulsory troops. Would the Space Wolves' limitation make this Rite of War impossible to take? I am also curious if I bring Leman Russ and he unlocked Veterans and Varagyr as compulsory troops (page 237), would the rule on page 223 nullify that?

A. If a Rite of War or Special Rule grants you Additional Compulsory choices then they become compulsory choices in addition to Grey Hunters and may be taken instead.

> What counts as a "Legio Custodes Unit" in an army with Valdor as its Warlord for the purposes of his Warlord Trait? Do Custodes Dreadnoughts gain Teleportation Transponders for free if he is your Warlord?

A. Models with the "Legio Custodes" special rule count as "Legio Custodes Units" as well as Valdor

> When using Magnus the Red's "Mind Wrath" special rule which type of "Witchfires" can be affected? Can you make Nova powers strength D? Or beams Strength D? Or Focused Witchfires Strength D? If you can use "Mind Wrath" on Novas do you roll once to determine the strength or roll for each unit hit separate?

A. All of them but you know using it this way is a dick move. Don't complain if you lose friends.

>Can Space Wolves Independent Characters with a power weapon take a Frost Axe?

A. Yes

>Varagyr Wolf Guard Terminators are equipped with "Frost blades (axe, claw, or sword)". Is a Frost sword the same thing as a Frost blade?

A. "Frost Blade" is a generic term used for Frost Axe, Frost Claw or Frost Sword so yes.

>A Priest of Iron / Space Wolf Praevian allows Battle-automata to be given Counter-attack for +15 points under the Legion Inductees special rule. Is this an option that can be taken in addition to choosing between Legiones Astartes (Space Wolves), Furious Charge, Tank Hunters, and Scout at no additional points cost? Please note that Legiones Astartes (Space Wolves) already gives Counter-attack.

A. This option may be taken if you choose to use the Legion Astartes Space Wolf rules instead of Furious Charge, Scout, or Tank Hunter. This is pointless because you already have it for free..... Welcome to the same boat as the Night Lords. Sorry my hands are tied.

>What do you mean when you use the term "Perils of the Warp Test" referenced in key sections of the Thousand Sons portion of Inferno, specifically related to Arcane Litanies and the Castellax-Achea's Malign Unbinding special rule as the 7th Ed 40K rulebook makes no reference to such a test. Does the Arcane Litanies wargear item allow you to completely ignore one Perils of the Warp result (2 or more 6's rolled when generating a Warp Charge)? Further, how does this interact with Malign Unbinding? If I use the Arcane Litanies to ignore a Perils of the Warp result as noted previously, is the Perils result also ignored for the purposes of Malign Unbinding?

A. If you roll a Perils of the Warp test means rolling on the D6 Perils of the Warp chart. If in any instance you ignore this you simple don't roll on the chart and count as having not Perils. This means any rules that trigger when you suffer Perils don't trigger because it was ignored.

>Does an Osiron Dreadnought talon count as an HQ or an Elite selection?



A. Elites. It's just an upgrade on a unit that's already an Elite so it wouldn't change its slot in the FoC chart.

>What is the profile for a "power claw" as shown in the Book 7 Castellax-Achea entry? Does the attack characteristic of the Castellax-Achea include both Claws or does the second claw count as +1 close combat weapon?

A. Change "Power Claw" to "Power Fist". No it is not included in its profile. Once included they are 3 attacks.

> Both the Skyhunter Phalanx rite of war and the Ravenwing Protocol rite of war have a rule where jetbikes can "leave the table in the movement phase". Does this mean pick them up from anywhere on the table or does this mean they must use their actual movement and move their 12 inches off the board? If you can pick them up from anywhere can you even do if they are engaged in combat?

A. You pick them up from anywhere on the table during the movement phase and place them in ongoing reserves. This may not be used if they are engaged in combat.

>Can a Warlord Trait fulfill the Requirements for a Rite of War even though you "roll" for these after list creation. Example: Fulgrim can hand select his Warlord Trait so he can give himself Deepstrike with Void Walker. Would this Fulfill the requirement he needs to be put in an Orbital Assault army without a transport? (page 15 of the Legion Astartes Age of Darkness Army list and page 16 & 17 of the Legion Astartes Age of Darkness Legions)

A. Yes but this means you must always select this Warlord trait and must tell your opponent you are doing so before the game.

>When using the Drop Assault Vanguard Rite of War if a single unit, out of several units that makes up the Vanguard, is within 12 inches of enemy models does the entire Vanguard benefit from Darken the Skies against those models or only the unit that is within 12 inches? (page 103 of the Legion Astartes Age of Darkness Army List)

A. Each separate unit is used when determining which enemy units are within 12 inches of it. Example: One unit from the Vanguard is within 12 inches of an Enemy Heavy support Unit with Lascannons. The Lascannon unit would suffer the negatives to hit against the unit within 12 inches only but may fire at any Vanguard units outside of 12 inches normally.

> In an Emperor's Children army using Maru Skara Rite of War if Units I have selected for the "Hidden Blade" have a transport capacity may I transport units that are not part of "Hidden Blade" in them? If so do the transported units count towards my 3 units I can select?

A. Yes you may transport a unit that will legally fit into them. No they do not count towards your 3 units you can select.

Lord Commander Eidolon (Praetor)  
Captain Saul Tarvitz (Praetor)  
Erasmus Golg (Praetor)  
Kyr Vhalen (Warsmith)  
Narik Dreygur (Praevian)  
Geigor Fell-Hand (Claw Leader)  
Hvarl Red-Blade (Wolf Lord)  
Sigismund (Praetor and Legion Champion)  
Polux (Praetor)  
Flaymaster Mawdyrm Llansahai (Primus Medicae)  
Sevatar (Praetor)  
Kheron Ophion of the Kyroptera (Praetor)  
Castrmen Orth (Centurion)  
Autek Mor (Iron-Father)  
Shadrak Meduson (Praetor)  
Shabran Darr (Centurion)  
Kharn the Bloody (Praetor)  
Gahlan Surlak (Primus Medicae)  
Captain Remus Ventanus (Praetor and Legion Herald)  
Section Leader Cysos Morturg (Centurion and Librarian)  
Marshal Durak Rask (Siege Breaker)  
Calas Typhon (Praetor)  
Ahzek Ahriman (Praetor and Librarian)  
Magistus Amon (Praetor)  
Maloghurst the Twisted (Legion Herald)  
Ezekyle Abaddon (Praetor)  
Garviel Loken (Praetor)  
Tybalt Marr (Praetor)  
High Chaplin Erebus (Chaplin and Diabolist)  
Kor Phaeron (Diabolist)  
Zardu Layak the Crimson Apostle (Diabolist)  
Hol Beloth (Praetor)  
Lord Chaplin Nomus Rhy'tan (Chaplin)  
Xiaphas Jurr (Chaplin)  
Strike Captain Alvarex Maun (Praetor and Master of the Signal)  
Moritat-Prime Kaedes Nex (Moritat and Vigilator)  
Armillus Dynat (Praetor)  
Exodus (Vigilator and Saboteur)  
Autilon Skorr (Delegatus)  
Endryd Haar (Praetor in World Eaters or Reaver Lord in Blackshields)  
The Nemean Reaver (Reaver Lord or Knight-Errant)